

## SPECIFICATION AMENDMENTS

Please amend the Specification as follows:

Page 3, second paragraph and Page 4, first paragraph:

Delete

Pages 4 and 5, bridging paragraph:

Delete

Page 12, between the first and second paragraph,  
insert:

-- An artificial 3-D image can be achieved by the present Invention, as will be described in more detail below. Another way to obtain an artificial 3-D image is by a method of electronic switching of Pulfrich light-filtering before right or left eye, synchronized with screen action. --

Page 25, between the first and second paragraph,  
insert:

- - The Pulfrich effect is brought about by reducing the light intensity of the image to either right or left eye (to match direction of on-screen foreground objects), usually by use of a dark filter before an eye (further explanation below). In the Pulfrich effect, electronic signaling in connection with a series of visual events are used to determine when and for how long and for which eye the darkening of the image is to take place. Signaling may be by direct wire connection to the electronic data of the picture being viewed, or by remote light or sound signaled from the picture data source or by any other method of synchronization. Spectacles for the viewer with liquid crystal display lenses which can be individually triggered to clear or partly occlude, blocking off a portion of light from reaching either eye, is one method of achieving the on/off darkening effect required by the Pulfrich effect. Another method is to shift the axis of Polaroid filters, one above the other, in relation to each other. Another way is to employ rows of micro-louvers on electronic signal, to swing between two positions: open, in line with the line of sight, or closed, edge to edge, partially blocking the line of sight.

In the Pulfrich filter effect, interference by the light-reducing filter has the effect of retarding the light that does pass through it to the eye. As long as forms and objects are changing position relative to each other as pictured frame to frame, a delayed picture seen in combination with a present-moment picture offers two slightly different pictures simultaneously to the mind. Thus an artificial three-dimensional image can be produced by the mind utilizing the same mechanisms that allow it, in viewing actuality, to produce a three-dimensional mental image from the pair of two-dimensional perspective-images received from horizontally adjacent eyes. The artificial 3-D image, depending as it does on a variable report of actuality. A Pulfrich filter used to view actual three-dimensional space will distort that space (assuming the scene is in motion). Similarly, depth in a screen-image can be distorted, and in manifold ways, including reversal of near and far and direction of motion flow. Such distortions can have expressive artistic value.

The Pulfrich Effect to determine (in timed accordance with pictured directional motion on-screen) when and for how long darkening of the screen image takes place and for which eye, right or left, would have applications beyond use with Eternalized movies. Video games and other video movies featuring extended screen movements to left or right could, in many instances, be enhanced for viewers by Pulfrich projection into three-dimensional depth. For many such screen events—for instance, a scene filmed or videotaped from a moving vehicle, especially perpendicularly, with the camera aimed at or close to a 90 degree angle from the side of the vehicle convincingly realistic deep space would result. A stipulation of realistic deep space, as made available by the Pulfrich Effect, is that the partial light-absorbing filter be before the eye on the side to which the pictured foreground objects are seen to move. If filming or videotaping was to be done with the camera aimed perpendicular to a vehicle's path of movement, and the camera was on the driver's side, motion onscreen would flow screen-left, and the Pulfrich filtering would therefore have to take place before the left eye; thus the need to switch dark-filter placement from eye to eye in accordance with direction of screen movement. The filter works best when there is essentially

horizontal movement; when viewing an unmoving or inappropriate image, both left and right eye filters should clear. Presented as electronic media, such images would benefit from timed application of appropriate Pulfrich filtering. This aspect of the invention would allow 3-dimensional movies to be created and presented (less spectacles) with the same cinema technology used for making and presenting ordinary 2-dimensional movies. --